

NINTENDO DS™

GLORY DAYS 2



EVERYONE 10+
E
10+
ESRB



SECRET
STASH

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

CONTENTS

- 2 BATTLE COMMAND!
- 2 GETTING STARTED
- 3 GAME RULES
- 4 AIRCRAFT
- 6 CONTROLS
- 9 RESOURCES
- 10 SPECIAL WEAPONS
- 11 V2 ROCKETS
- 11 BOMBERS
- 12 GROUND ARMY
- 14 SMART CAM
- 15 CAMPAIGN
- 16 BATTLE MODE
- 18 MULTIPLAYER
- 19 BATTLEFIELD
- 20 OPTIONS
- 20 AIRCRAFT TIPS
- 22 CREDITS



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BATTLE COMMAND!

GLORY DAYS™ II is an action and strategic game in real time. It's fun, intense and actually the best way to make your friends holler "Uncle"!

In less than one minute, deploy your army, save civilians, capture your first bunker and fire some missiles at your enemies. Only constant attention to what occurs on the battlefield can give you victory – because a good situation can quickly change.

You can win either because you fly well, or because you are a good strategist. The big reward is always the same: FUN!

GETTING STARTED

1. Turn OFF the Nintendo DS system by pressing the Power Button. Never insert or remove a Game Card when the power is ON.
2. Insert the **GLORY DAYS™ II** Game Card into the Game Card slot on the back of the Nintendo DS and push until it clicks into place. The label should face toward the bottom of the DS.
3. Turn ON the Nintendo DS system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the **GLORY DAYS™ II** panel on the Touch Screen. The Title screen will appear.

GAME RULES

Your main objective is simple: if your tanks destroy the enemy command center, you win the battle!

But there are many different ways to reach your goal!

- In the first games, you'll learn the basics – flying helicopters and planes, rescuing civilians to earn resources, and letting your general take command to deploy more troops.
- Over time, you'll learn to capture bunkers to get more resources, use special weapons like the V2 and Bomber, and fly new aircraft with heat-seeking missiles! You'll also begin to develop anti-aircraft tactics to help you control airspace.
- With more experience, your bombs will become more accurate, and this will allow you to acquire new special weapons. You will send ambulances to rescue civilians, reload your aircraft with trucks, and use your Sub Screen to control the battle! And thanks to the 2D design, you will always know where you are.

AIRCRAFT

OLD FRIEND

Before you fly your aircraft, let's talk now about the aircraft names. Let's start with your first chopper, called **OLD FRIEND**. With it, you can destroy enemy tanks and rescue some civilians. It can also pick up soldiers and drop them as paratroopers behind enemy lines!

REPAIR & REARM

You can repair and rearm your aircraft by landing back at your airport or heliport. If you fly at low altitude, you disappear from enemy radar (your radar icon becomes transparent).

THE RED SPOT UNDER YOUR AIRCRAFT IS A PROJECTION OF WHERE YOUR BOMB WILL TOUCH THE GROUND. USE IT TO INCREASE YOUR ACCURACY!

BIG MAMA

Your first plane is called **BIG MAMA**. You can easily imagine how fast and agile this plane acts with this name! Learn to use **TACTICAL VIEW** (high altitude) and **STRIKE VIEW** (low altitude) to your advantage.



GRAY FALCON & LILLE BIRD

From Technology 2, you'll discover your new plane, **GRAY FALCON** and your new helicopter, **LILLE BIRD**. Both are filled with new missiles and are very agile. With this plane, you'll have to learn how to fly quickly. Air brakes are also now available.

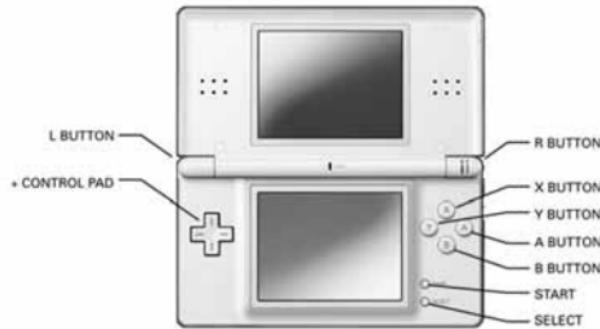


YELLING DOG & BIG LION CUB

Your last helicopter is **YELLING DOG**. It is very fast and can transport more than a dozen soldiers. Your plane can carry air-to-air and air-to-ground missiles. Its name? **BIG LION CUB**. Once you fly with it, you'll be an air ace!



CONTROLS



TOUCH SCREEN MODE

You can control all aircraft — helicopters, planes, V2 rockets, drones — on the Touch Screen. Touch the stylus to the Touch Screen to be in Touch Screen mode.

The Touch Screen controls are innovative and instinctive — the stylus acts like a magnet! Instead of dragging the stylus \uparrow/\downarrow to attain a position, touch a position on the Touch Screen with the stylus and the helicopter rotors to it, constrained only by physics and weather conditions!

With the Touch Screen, you can send out your special weapons — bombers, paratroopers and sharpshooters — as well as deploy your army.

In Touch Screen mode, the game also uses these controls:

Touch Screen	Plane: Loop (double-touch quickly on plane)
*Control Pad \uparrow or \downarrow	Plane or Chopper: Fire gun
*Control Pad \leftarrow	Plane: Fire Missile (touch Touch Screen in front of Tech 2 and 3 helicopters and planes)
*Control Pad \rightarrow or \downarrow	Plane or Chopper: Drop bomb
		Chopper: Fire Missile (after double-touching the Touch Screen in front of the chopper)
L Button	Special weapon
R Button	Open Unit Deploy screen
		Choose side in Multiplayer
		Switch to *Control Pad control mode
A Button	Plane or Chopper: Fire gun
		Confirm
B Button	Plane or Chopper: Drop bomb
		Chopper: Fire Missile (after double-touching the Touch Screen in front of the chopper)
		Cancel
X Button	Plane: Turbo
Y Button	Plane or Chopper: Fire gun
START	Pause
		Switch to *Control Pad mode
SELECT	Switch aircraft (while landed at base)

+CONTROL PAD MODE

You can also control all aircraft in +Control Pad mode. Press START or the R Button to switch to this control mode.

+Control Pad Control aircraft

Plane: Loop (double-tap opposite the direction the plane is flying)

L Button Special weapon

R Button Open Unit Deploy screen

Choose side in Multiplayer

A Button Plane or Chopper: Fire gun

Deploy Unit (with Unit Deploy screen open)

Confirm

A Button + ⚡ Plane: Fire Missile

B Button Plane or Chopper: Drop bomb

Deploy Unit (with Unit Deploy screen open)

Cancel

B Button + ➡ Plane: Fire Ground Missile

X Button Plane: Turbo

Y Button Plane: Brake; Chopper: Missile

START Pause/Switch to Touch Screen mode

SELECT Switch aircraft (while landed at base)

Touch Screen Switch to Touch Screen mode

RESOURCES

To deploy ground units, you need resources. You have two options for expanding your resources:

→ Control bunkers by capturing them with soldiers. The more bunkers you control, the more secure your victory.



DON'T UNDERESTIMATE BUNKER OCCUPATION
— IT MAY MEAN THE DIFFERENCE
BETWEEN VICTORY AND DEFEAT.



→ Rescue civilians and drop them off at base camp to earn you additional money, not to mention a special weapon once you've saved 10 civilians! You can also create an ambulance to take care of them. (If an ambulance is destroyed, you will incur a resource penalty, so stay alert.)



IN MODERN CONFLICT, IF YOUR TROOPS KILL CIVILIANS, YOU ALSO INCUR A RESOURCE PENALTY. BEFORE SENDING TANKS TO ENEMY BUNKERS, RESCUE THE CIVILIANS AROUND IT.

SPECIAL WEAPONS



At the top left of the screen, you'll see your available special weapons icon. With it, you can send V2 rockets, drones, bombers, and paratroopers. You can earn new special weapons in two ways: rescue 10 civilians, and earn 20 accuracy points.

ACCURACY POINTS



Accuracy points appear next to your special weapons on-screen. They are awarded based on the accuracy of your bombing runs. Accumulating these points unlocks special weapons!

ATTACKING CIVILIANS OR AMBULANCES DECREASES
YOUR ACCURACY POINTS BY 10!

PLANE TIP

Do not hesitate to perform loops with your plane. You double your accuracy score when your bombs destroy their target during a loop.

CHOPPER TIP

Use missiles (Tech 2 and 3) and shoot them in the back of the enemy ground unit. You can destroy tanks and jeeps in one shot and increase your accuracy points.

V2 ROCKETS

Use V2 rockets when you fly with choppers. While on the landing pad, press the L Button. Control the missile altitude with the Touch Screen or +Control Pad and increase its thrust by pressing the A Button. Keep in mind that the V2's range is limited!



BOMBERS

There are three types of bombers for each Technology. From your plane, order a bomber strike on the current area by pressing the L Button (you can see the target bomber on the ground).

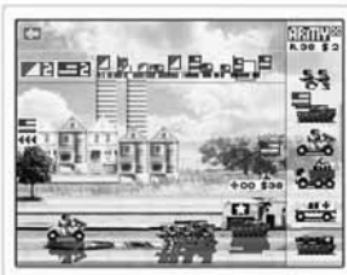


GROUND ARMY

With your resources, you must deploy your ground army to fulfill your first goal: to destroy the enemy command center. Ground army units and their functions are:

- **TANKS** are powerful against bunkers.
- **SOLDIERS** capture bunkers.
- **JEEPS** fire on air aircraft.
- **TRUCKS** supply weapons to your aircraft.
- **ARTILLERY** easily pulverizes any resistance.

All ground units are autonomous and can perform their functions without your assistance. They are unlocked in the campaign. First you learn how to deploy soldiers on enemy bunkers. Then you learn how to send out a big tank offensive, cover it with your planes, and so on.



To deploy units, touch the B icon at the top right of the Sub Screen, or press the B Button to open the Command Interface. Choose your unit and press the A Button to deploy it. You can do the same thing on the Touch Screen and deploy one unit by touching it!

PRESS THE B BUTTON TO DEPLOY A SQUAD INSTEAD OF JUST ONE UNIT.

In Tech 3, you can deploy a squad of soldiers on the most advanced bunker designated on radar with big flags by pressing the B Button!

UNITS	SPECIAL USE	COST	ACCURACY POINT
SOLDIER	Capture Bunker	-1	D+1
TANK	Destroy Bunkers	-2	H+1 D+1
JEEP	Anti-Aircraft	-2	H+1 D+5
TRUCK	Reload Aircraft	-4	H+1 D+3
AMBULANCE	Rescue Civilians	-4	D-10
ARTILLERY	Destroy Tanks	-8	H+1 D+5
CIVILIANS	N/A	R+8	D-10
BUNKER	N/A	T+1	H+1 D+3
DCA BUNKER	N/A	+0	H+1 D+2

ABBREVIATIONS: D-DESTROY, H-HIT, N/A - NO APPLICATION, R-RESUE, T-TIME

SMART CAM

The screenshots on this page show two different radars:

- The upper screen is the action screen. Its radar indicates the most advanced units of each side. It shows you very quickly where the danger is and how near your tanks are to the enemy command center.
- The lower screen is used for the tactical aspect, so you can evaluate precisely what's on the battlefield.

The Sub Screen uses AI to determine what is most important to display, and is called the **SMART CAM**. The Sub Screen enables you to deploy your army, follow the progress of your troops and allied pilots; be notified of important events such as bomber presence, follow your heat missile trajectory, etc. The synergy between the two screens really is a defining factor!

THE TOP LEFT OF THE SUB SCREEN SHOWS THE NUMBER OF BUNKERS CAPTURED BY EACH SIDE. IN BATTLE OR MULTIPLAYER MODE, IF YOU HAVE NO BUNKERS, YOU'LL INCUR A PENALTY RESPAWN.



CAMPAIGN

You can fully understand and appreciate the tactical depth and the differences of each of the Technologies when playing the Campaign. Each mission integrates new elements of gameplay.

YOU ARE ALLOWED THREE LIFE UNITS TO COMPLETE EACH MISSION. FOR EVERY FOUR ENEMY AIRCRAFT YOU BRING DOWN, YOU'LL EARN ONE ADDITIONAL LIFE UNIT.

The story evolves through the life of three pilots, plunged into three different wars. Each conflict, each time has its own words. Your mission order is given before going into battle. Be sure to read it — it contains important information!

- Mission 1: Fly your helicopter, save the civilians and earn money.
- Mission 2: Learn how to fly your plane and destroy the bunkers.
- Mission 3: You must deploy soldiers from the command interface, and heliport them to bunkers to capture the emplacements.
- Mission 4: A true battle integrating six pilots and more than 80 ground units — and that's just for starters!
- When the entire campaign is under your control, you've mastered all aspects of combat.



BATTLE MODE

You can also construct your own battles with Technologies and Environments unlocked in Campaign mode. On the first screen, choose a gameplay type — action, tactic or strategic.

- In action mode, the AI general builds all units, while you can only deploy soldiers.
- In strategic mode, you deploy all the units of your army. Several options such as friendly fire, respawn time (see page 18) and maximum time play, are included.



There are eight Environments. In each Environment, you can choose between three graphical and weather variations.



WEATHER CONDITIONS CHANGE AIRCRAFT PHYSICS. SNOWSTORMS WILL MAKE YOUR AIRCRAFT HEAVIER, SOMETIMES PUTTING THEM IN EXTREMELY PERILOUS SITUATIONS.



Select a Technology level and initial resources. Also, determine whether or not there will be a starting unit.

THE TOP SCREEN CHANGES IN REAL TIME TO REFLECT YOUR CHOICES.



Next, select your aircraft and side. To support co-operative mode, players can add up to 12 AI pilots. Since the game can carry up to 300 units in real time, things can become pretty intense!

IN BATTLE MODE, PRESS SELECT TO SWITCH BETWEEN THE CHOPPER AND THE FIGHTER.



MULTIPLAYER

GLORY DAYS™ II has a wireless multiplayer mode in which up to eight players can play together. The Multiplayer mode adds real immersion. You'll search and destroy your best friend's aircraft and see him or her yell in frustration!

1. First, decide who will create the party. The other players will join it.

To **CREATE** a party, select the **CREATE** option. Wait until all other player are connected to your party (indicated by the player number) and then press the A Button to start the battle.

To **JOIN** a party, select it and press the A Button. Then wait until the creator of the party starts the battle. Players joining the party cannot change the options set by the creator!



RESPAWN TIME IS VITALLY IMPORTANT. AFTER SPENDING ALL THEIR LIFE UNITS, PLAYERS MUST WAIT THROUGH THE TIME PENALTY BEFORE RESPawning. RESPawning TIME IS DOUBLED WHEN A SIDE LOSES ALL ITS BUNKERS. THIS FEATURE CAN GIVE YOU A STRONG ADVANTAGE IN BATTLE.

2. Before starting the battle, each player must press the L or R Button to choose a side, and then press the A Button to confirm.

BATTLEFIELD

The size of the battlefield and the strategic elements (bunker, fixed DCA, civil DCA) are specific to each Environment.

The first map met in the campaign is small, offering very fast air strikes. Bunkers and civilians are located close to the heliport. This map also provides a good source of income.

On this map, it can be useful to wait patiently, launch some long-range missiles to slow down enemy troops, and, when resources are available, launch a huge ground offensive.

Let's take a very tactical map like **CITY**. All bunkers, DCA fixed and civilians are localized in the center of this map, far from the command center. Here victory is earned by controlling this entire space while respecting civilian lives. Bombardments should be proscribed and you should gradually reinforce your position in a succession of small skirmishes without ever letting your adversary settle in.

Weather is important. A snowstorm or rain will make your aircraft heavier, sometimes placing them in very dangerous situations.

OPTIONS

You can change some options in the Options Menu.

- **PLANE CAMERA** — Set the behavior of the camera when you fly the plane. You can also increase the depth of field when you activate **TURBO** with the camera blur.
- **EXPERT MODE** — At any time, you can go to Expert mode. (This option is only available for players who finished **GLORY DAYS™ II**.)

AIRCRAFT TIPS

HELICOPTER TIPS

- Because loading civilians into your chopper decreases the chopper's agility, bomb enemy ground units first, and then rescue the civilians when your return to your base.
- Disappear from enemy radar by flying at low altitude. In this case, your radar icon becomes transparent. This is very useful in Multiplayer mode, when you want to rescue some civilians or repair your aircraft without being hassled.
- Missiles are more powerful than basic bombs. When you can, choose to use the missile configuration instead of bombs (only available in Technologies 2 and 3).

- Missiles are more effective when aimed at the back of enemy unit. You can destroy a Tech 3 enemy tank with one shot!
- DCA jeeps cannot fire when you are behind it. Shoot them from behind to avoid their missiles!

PLANE TIPS

- When you play using the plane, your first goal is to control the airspace. Destroy enemy aircraft to gain a serious advantage in the battle.
- Use the red target on the ground to increase your accuracy. You can also dive on the enemy ground target to lock-on to the target.
- When followed by enemy aircraft, you can easily change a situation by performing a loop and getting behind them!
- Enemy aircraft that are just off screen are designated by flag icons. Arrows show the distance and direction of this aircraft. Don't ignore this information — it's extremely useful!
- When using the Turbo Prop, you'll lose some firing precision, but you'll also fire faster.
- Enemy DCA Jeeps cannot fire when you fly too high. Use this tactic to avoid their missiles!

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